

THE HAPPIEST REVIEWER'S GUIDE ON EARTH

Disney  
**EPIC MICKEY**





## WELCOME TO DISNEY EPIC MICKEY!



Mickey travels through his mirror into Yen Sid's study, and accidentally unleashes a mysterious, inky creature called the Shadow Blot. In trying to erase his mistake, Mickey spills Paint and Paint Thinner onto Yen Sid's model—which is actually an entire land, filled with forgotten cartoons, characters and attractions and ruled over by Mickey's half-brother Oswald. Mickey escapes Yen Sid's lair, but not before the Shadow Blot flees into the ruined land Mickey has left behind known as Wasteland.

Years later, the Shadow Blot returns to Mickey's mirror, and pulls Mickey through into the Wasteland that he created. Now Mickey must embark on an adventure, wielding nothing but a magical paintbrush, to defeat the Shadow Blot and restore Wasteland. Along the way, Mickey faces decisions that will change the way the residents of Wasteland react to him, and ultimately determine the fate of Wasteland itself.

This reviewer's guide offers an introduction to Mickey's epic adventure:

### The Basics

Learn how the game works, how to wield Paint and Paint Thinner, and meet the friends and enemies Mickey encounters on his journey.

### Playstyle Matters

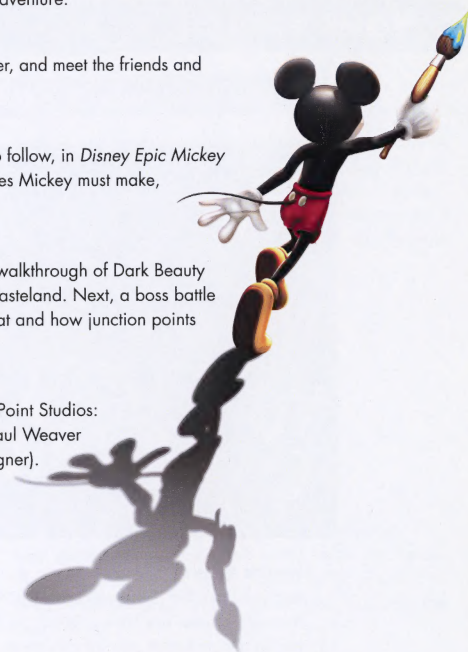
Unlike the typical adventure game with only one critical path to follow, in *Disney Epic Mickey* your playstyle matters. This section examines the types of choices Mickey must make, and how those choices affect the outcome of the game.

### Level Walkthroughs

Experience how your playstyle matters firsthand. Start with a walkthrough of Dark Beauty Castle, the first area Mickey encounters when he arrives in Wasteland. Next, a boss battle walkthrough shows you how the decisions you make in combat and how junction points have both short- and long-term effects.

### Meet the Developers

Get an introduction to some of the team members at Junction Point Studios: Warren Spector (General Manager and Creative Director), Paul Weaver (Director, Product Development), and Chase Jones (Lead Designer).



## THE BASICS



You may have seen wizardry with water buckets before, but now it's time for the magic power of the paintbrush. After he's sucked into Wasteland by the ominous Shadow Blot, you guide Mickey Mouse and his special Paint and Thinner abilities on an epic journey from your entrance in Dark Beauty Castle to the heights of Mickeyjunk Mountain. Do you have what it takes to save a world?

Before you dissolve in a Thinner bath or get flattened by a Slobber, read through the following and learn basic strategies in *Disney Epic Mickey*, along with a few advanced tips for the experts-in-training. Before you know it, you'll be wielding Mickey's paintbrush like a magical Picasso.



## Your Screen

You have a lot to absorb the first time you start playing *Disney Epic Mickey*. Luckily, the interface is very streamlined, and clicking around will soon become second nature. Here's a breakdown of the user interface to help you get started:



1. **Health Status:** The top left corner shows Mickey's health status. If he's smiling and you have five red health pips, you're in great shape. As you lose health pips, Mickey becomes less happy. Reach zero and you have to restart in your area. You can add more health pips later in game.
2. **Guardian Bar:** The more Paint or Thinner you use, the faster these guardian bars fill up. When you fill up one bar segment, you receive a corresponding guardian (Tint for Paint and Turp for Thinner). Fill a second bar and you get two guardians, followed by a third guardian if you fill the last bar.
3. **Sketches:** The top right corner keeps track of your three sketch types: TV, Anvil, and Watch. You can cycle through them or deploy them from here, and the current number available is displayed below the sketch.
4. **Thinner Capacity:** The bottom left corner indicates how much Thinner you have to use. Apart from the lowest segment, you can't refill it without a power-up. However, the lowest segment will always refill over time so you have some Thinner available.
5. **Mickey:** Guide Mickey around in Wasteland. When you want to use the paintbrush, guide the reticle to a target on the screen and fire away.
6. **Paint Capacity:** The bottom right corner indicates how much Paint you have to use. Apart from the lowest segment, you can't refill it without a power-up. However, the lowest segment will always refill over time so you have some Paint available.

## Your Moves

### Walk



Usually, you'll want to run everywhere, but there are times when walking comes in handy. If you're crossing along a dangerous, narrow path, slow down and take each step carefully. Against a Spladoosh, it's best to walk gently and leave it sleeping, unless you want to cause a big goo explosion.

### Run



Your standard mode of traveling, running gets you from point A to point B most efficiently, unless you have dangerous obstacles to avoid. In most fights, you want to keep on the move, so running around and dodging is the best option.

### Jump



Hold down the A button longer to adjust the length and height of your jump in the world. A small hop jumps you over short obstacles and lifts you up to short platforms. A single jump limits your hang time, which can be useful in certain circumstances, such as jumping over a pit trap without hitting a low spiked ceiling.



## Double-Jump



Most of the time you jump, you'll want to perform the double-jump which you can do by pressing A again at any time after you've jumped but before you hit the ground again. The double-jump gives you the most hang time, and when combined with a running start, allows you to cross the greatest distances. A double-jump is also useful in combat to avoid enemy attacks, and, while you're in the air, you can plan where to touch down and set up your next combat maneuver.

## Spin Move



This is one of your most useful actions. Perform a spin move to smash open resources and gain power-ups, swat enemies aside, activate gears and levers or even extend a jump with a spin move on the end.

## Resources

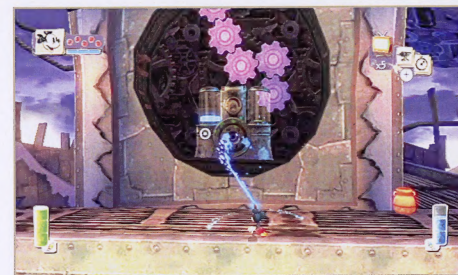


Resources are all over Wasteland in everyday objects: barrels, statues, boxes, bottles, and even more fanciful objects like suits of armor and decorative banners. These objects shimmer to signify that the resource can be shattered with your spin move. You may even spot translucent resources that can be painted to spill their contents.

Generally, resources will give you power-ups in the following order: health (pink Mickey ears to fill up health pips if you're low), Paint or Thinner (to fill up your containers if you're low), and finally, if your primary needs are all met, e-tickets.

## Paint

Blue Paint fills in translucent objects and befriends Blotting enemies if you douse them with enough of it. Paint slows down Beetleworx enemies. You can spray a burst of Paint up close, or deliver a continuous stream for as long as your capacity holds out. If you use Paint to defeat a boss, you permanently gain an extra segment in your Paint capacity.



## Thinner

Green Thinner erases toon objects and dissolves Blotting enemies if you douse them with enough of it. Against Beetleworx enemies, Thinner removes their armor and leaves them vulnerable to your spin move. You can spray a burst of Thinner up close, or deliver a continuous stream for as long as your capacity holds out. If you use Thinner to defeat a boss, you permanently gain an extra segment in your Thinner capacity.



While jumping, you can spray Paint or Thinner straight down underneath you.



## Combat

As much as you may yearn for the peace and comfort of your bed back home, it's inevitable that you'll run into enemies in Wasteland and have to defend yourself. These various attacks will get you through enemy encounters:





## Painting



Paint befriends Blotlings, so against Seers, Spatters, Sweepers, Spladooshes, and Slobbers use your blue mixture to create allies. Once you transform an enemy to an ally with Paint, they fight for you against other hostile enemies. Just don't douse allies with Thinner or they become hostile again. Against Beetleworx enemies, Paint gums up their machinery and slows them down. Practice streaming Paint at long range to get a feel for how far it travels, and wash enemies from far away to avoid close combat (where most of your damage occurs).

## Thinning



Thinner erases Blotlings, so against Seers, Spatters, Sweepers, Spladooshes, and Slobbers use your green mixture to eliminate them. Against Beetleworx enemies, Thinner erodes their outer shell so you can attack their vulnerable insides. Practice streaming Thinner at long range to get a feel for how far it travels, and wash enemies from far away to avoid close combat.

## Spin Move



You can use the spin move offensively and defensively. Swat enemies around with the spin move and knock them back. When you're near Thinner pools or cliff edges, it's generally more efficient to swat foes into the Thinner or over the edge to remove the threat. When enemies get too close, or try to swarm you like Bunny Children, a spin move repels the aggressors and gives you valuable space to reposition yourself.

## Jumping



Avoid enemy attacks with frequent double-jumps. While you're in the air, you can quickly glance at open space and steer toward it on the landing. You can also jump on the head of many enemies to temporarily stun them.

## Sketches

You can drop your sketches anywhere to affect enemies or alter the environment to your advantage. Experiment with your sketches and see what kind of tricks you can pull off. At various points in the game, allies and resources give you more sketches.



## TV



This sketch produces a TV that sits on the ground and affects any character within a small radius, until the TV fades away. Blotlings and NPCs watch the TV and ignore you. Beetleworx attack the TV and get shocked. The TV can also power up platforms that activate larger machines (such as in Tomorrow City), or a TV can be dropped to serve as a platform to increase your jumping distance.



## Anvil



When you use this sketch, an anvil appears some distance over the target and immediately falls to the ground, damaging anything underneath it. Don't forget to use the anvil to activate pressure plates and serve as a platform to increase your jumping distance.

## Watch



This sketch causes everything in the world to slow down, except for you and your abilities, for a certain time. A large pocket watch appears in the air above the targeting cursor. The hands on the watch start at 12 and move clockwise. Once the hands reach 12 again, time returns to normal. It's great for battling large group of foes, slowing environmental hazards, and beating timing-based puzzles.



## Guardians



The guardians represent the primal forces of Wasteland: Paint and Thinner. Guardians born of Thinner are known as "Turps." They wield the power of Thinner on your behalf. Thin your environment to draw Turps to you. Copious use of Paint summons "Tints," the guardians representing the power of Paint in Wasteland. In either case, the more you use Paint or Thinner, the more guardians you attract.

All guardians serve as guides and protectors. On command they fly forth and show the way to the next destination or goal. They can also influence your opponents, but in very different ways: Turps will melt opposing Blotlings, while Tints will make them friendly. Shake the Nunchuck to send a

single guardian on the attack; shake the Nunchuck and the Remote together to send all your guardians on the attack. When guardians are used in this way they are dispelled, but new ones can always be summoned according to how you use your Paint or Thinner in the world around you.

## Inert

The original fabric of Wasteland is all made of "toon." You can see toon that has been "thinned out," which you can restore. However, there is a third form of matter called "inert." Things from the "real world" that enter Wasteland are almost always made of inert, a substance that is usually muted in color and resistant to any effects from Paint and Thinner. It is not invulnerable, however, and you can shatter many weaker inert objects using your spin move.

The highest concentration of inert objects can be found at Mickeyjunk Mountain. In fact, the mountain is mostly composed of the stuff. Old and lost items representing Mickey Mouse end up here. Toys, lunch boxes, comics, and even more exotic items have entered Wasteland from the real world, and Mickey can see a library of relics spanning more than 80 years, all bearing his likeness.

## Gremlins and Pals



Gremlins and pals like Animatronic Goofy, Daisy, and Donald are among your best allies in the game. Thirty gremlins are trapped in Wasteland, each caged and hidden in remote locations. Some gremlins might be behind a toon wall, or atop a high ledge, or even inside a rotating painting.

Save as many as you can, because they always offer you a pin or other resource as a reward, and if you save all 30 gremlins, you receive a special pin for your efforts. The pal quests to restore your animatronic friends require you to find each pal's missing parts to reassemble him or her. Not only do you gain a pin for your faithfulness, but you change the game's ending with each pal that you restore.

## Junction Points

Junction Points are quests or events that influence your game's future and can be decisions such as whether you decide to defeat a boss with Paint or Thinner, the animatronic pal quests, whether you choose to help an NPC with a task or not, and other game-changing moments. Pay close attention to Junction Points so that you can guide the game toward a conclusion that will be the most satisfying for your play style.



## Questing



Go out and explore the many worlds in Wasteland. There are tons of challenges, but even more moments of exhilaration as you inspire the citizens around you and save the day from the Shadow Blot's minions.



Travel between worlds in Wasteland via screen projectors. Quests frequently involve solving puzzles or aiding NPCs to open the door to an exit projector. Most projectors send you to a 2D transition level before you reach your final 3D destination.



As you travel around, consult your map frequently. Each new level holds a unique map; study that map to figure out your positioning and the optimal paths through the zone.



Speak with as many NPCs as you can. Many will be allies, supplying you with helpful pieces of advice, or giving out quests. As you adventure in Wasteland, you discover the main storyline: Mickey must track down Oswald for answers so that he can eventually escape Wasteland and return home. Along the journey, you encounter many characters, some of whose quests can alter future events and the game's ending, and some whose side quests simply entertain and bolster your treasure hoard.

## Pins, Extra Content, and Film Reels

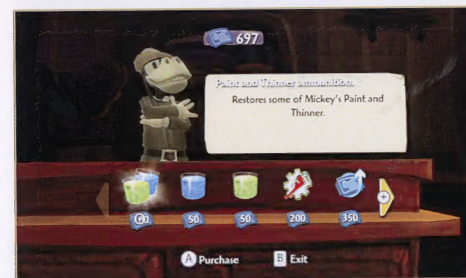


Every 3D level has hidden pins and extra content, whether it be in a red chest out in the open or a floating concept art sketch behind a toon wall. Each 2D level has a film reel that may require some serious jumping skills to capture. Turn the film reels in to the Usher at Mean Street's Cinema for special rewards, ranging from e-tickets to power sparks to cartoons that you can watch on the entry menu. Collect as many pins and extra content as you can for bragging rights.

### E-tickets and Power Sparks

Think of e-tickets and power sparks as "currency." Use e-tickets to buy various objects in the shops, and services from certain NPCs. You collect e-tickets from resources and as rewards on certain quests. Gremlins will ask for power sparks to start up many of the projector screens in Wasteland. You can find some power sparks in the world, usually in secluded locations or in shops, though most of your power sparks will be earned by completing optional quests.

## Shops



Each major town has a shop, such as Mean Street's Emporium. Visit shops to spend e-tickets on power-ups, pins, extra content, power sparks, and permanent upgrades. If you leave an area and then return later in the game, always check the local shop; a shop's inventory can change as the game progresses, and you will find some very interesting items if you're paying close attention.





## Enemies

Wasteland enemies come in two major types: Blotling and Beetleworx. Blotlings come from the Shadow Blot and are fluid creatures. Beetleworx come from the Mad Doctor's handiwork and are robotic. Paint and Thinner affect Blotlings and Beetleworx differently.

### Blotlings

Paint can befriend a Blotling, while Thinner makes it disappear. The following Blotlings are listed in the order that you encounter them in the game:

#### Seer



The weakest of the Blotlings, Seers are generally scouts that spot your presence and alert fellow Blotlings. On the attack,

Seers roll up into a ball and try to bowl you over. Spray them at range, and when they roll toward you, jump up in the air or dodge to the side and avoid them.

#### Spatter



Spatters are the most common Blotling. They usually congregate in groups, and rush forward when they

catch sight of you. They cause damage with a head butt, so keep your distance and hose them down with Paint or Thinner if you want to walk away clean.

#### Sweeper



The dangerous Sweeper has two primary attacks: a ranged bucket of Thinner and its namesake body sweep that can knock

you around. Prioritize Sweepers because they can attack you both at range and up close, and the Sweeper's Thinner frequently removes toon objects, which can cause further hazards in combat.

#### Spladoosh



The Spladoosh is the easiest Blotling to deal with, as long as you treat them with a healthy dose of respect. A Spladoosh

begins in a sleeping state, and only awakes if you make noise or motion next to it. If you walk carefully past it, or stay far away, the Spladoosh won't react. If you do get close, let the Spladoosh expand and then race out of its blast radius to eliminate it without taking damage yourself. Anvils also blow them up.

#### Slobber



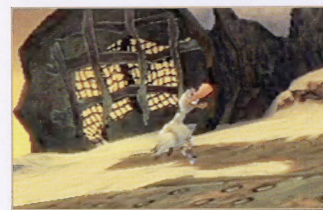
The hardest Blotling is the Slobber with its massive claws, suction breath, and Thinner spit. The claws rake you for

damage, the suction breath pulls you in closer, and its Thinner spit can hit you at range, much like the Sweeper's Thinner buckets. However, when the Slobber uses its suction breath, its mouth opens wide, and you can spray Paint or Thinner in the mouth to damage it.

### Beetleworx

Paint only slows a Beetleworx down, while Thinner strips its armor and exposes the inner workings to your spin move. The following Beetleworx are listed in the order that you encounter them in the game:

#### Hopper



The weakest of the Beetleworx, the birdlike Hoppers bounce around and peck at you. They have good

mobility, so maintain better position first and foremost while defending. Coat the outer shell with Thinner to expose its vulnerable insides and spin move to defeat it.

#### Spinner



Spinners have a wide arc of cutting buzz saws, so it's best to give them wide berth. When you have to get in close,

double-jump to the flank and try to position yourself at its rear. As with the Hopper, spill Thinner on the Spinner's armor to expose a weakness. When the Spinner flips over, avoid any sharp protrusions and spin move to short-circuit it.

### Hard Enemies

Seers, Spatters, Sweepers, and Slobbers have hard versions. Later in the game, you can face tougher versions of these Blotlings, and you should be aware of the differences.

- **Seer:** Increased toughness and faster rolling speed in ball form
- **Spatter:** Increased toughness and damage to player
- **Sweeper:** Increased toughness and faster and more accurate ranged attack
- **Slobber:** Increased toughness

#### Tanker



The toughest of the Beetleworx to defend against, the Tanker attacks with a potent punch and both a Paint and Thinner

cannon. Its cannon can have unforeseen consequences on the environment, because it vanishes toon objects it hits with Thinner and restores objects it strikes with Paint. Take these enemies out first on the battlefield with the standard Thinner and spin move combination.

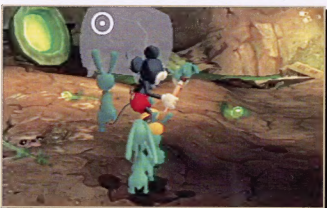


### Basher



Avoid the long reach of the Basher, which is more likely to cut you to pieces if you aren't careful. Bashers move about quickly, so you won't have as much time to position yourself against other enemies. Rely on Thinner at range to strip its armor down, then dodge or double-jump to avoid its attack and counterstrike.

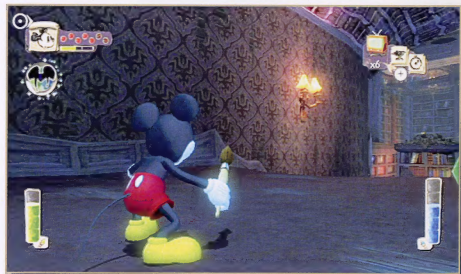
### Bunny Children



Neither Blotling or Beetleworx, the Bunny Children are annoying creatures unto themselves. They move around in packs, but don't damage you directly. Rather, they swarm around you, which slows you down. If enough of them gather, they pick you up and carry you toward the nearest hazard (usually a Thinner pool). Swat them away with a spin move. A well-positioned TV draws their attention and gives you time to escape.

## Auto-Save

Remember that *Disney Epic Mickey* auto-saves at certain key moments during the level. If you quit or have to restart, double check your quest status to make sure you have everything you had before the restart. You don't want to accidentally move on without completing something you thought you completed earlier. The good news is that no matter the circumstances, you always remain on your current level, so you can always finish the task.



## PLAYSTYLE MATTERS

In *Disney Epic Mickey*, the way you approach each challenge (should you choose to approach it at all) is never a simple matter of good and evil. Paint has the power to create and repair, but does that really indicate an inherent goodness? Can it really be considered evil to remove an obstacle with a splash of Thinner?

Everything you do affects how the citizens of Wasteland view you, and this land is home to a diverse and colorful cast. Each character you meet has its own disposition, expectations, and personal agenda. Should you feel obligated to run simple errands for fully capable townsfolk when you're on an urgent quest to save Wasteland? And if you do choose to help these individuals, is it right that they should accept the credit for your hard work? Do you intend to restore Wasteland to its former beauty, or are you merely looking for a way to escape? It's not simply a matter



of how you choose to accomplish your goals; the real issue is what you perceive your goals to be. Only when you know what you're attempting to accomplish can you develop the tactics and ethics that define your specific playstyle.

## Combat



Combat is the most basic expression of your chosen playstyle. Do you charge in and eliminate enemies quickly and decisively? Do you try to reason with your foes? Do you resort to combat only when escape is impossible?

Drenching a Blotling with Thinner removes it from the area and ensures the threat is eliminated. However, the same spray of Thinner can destroy your surroundings. Important columns may come toppling down; volatile adversaries can explode with devastating force; the ground beneath you can vanish, dropping you down into unseen hazards.

Befriending a Blotling with a spray of Paint grants you an ally on the field, but also introduces a potentially dangerous variable. Despite its best intentions, a befriended Blotling

may impede your efforts to deal with remaining adversaries. In close quarters, you might find yourself struck by an attack intended for a hostile target. If your ally takes too much damage in the skirmish, it quickly reverts back to an enemy you may no longer be prepared to deal with.

Is it worth the risk to show compassion to malevolent creatures? Can it even be considered "compassion" when you force an enemy to do your bidding? Some of the characters you meet have opinions on the subject, but your own sensibilities must ultimately render the judgement.

No matter your preference, many situations will spring up to test your resolve. If you see the Blot's minions as a blight on Wasteland, how far are you willing to go to eliminate them? How many dangerous leaps or precisely timed evasions are you willing to make to ensure an area is clear of all hostile targets? If you stand behind the restorative power of Paint, how do you handle mechanical enemies that cannot be converted? Are you willing to dodge endless attacks while you navigate an area, or do you finally turn to Thinner for a more aggressive tactic?

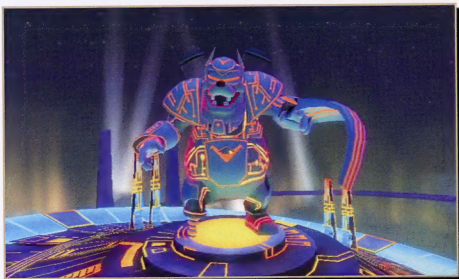
Each battle presents an opportunity for you to explore your playstyle, and each tactic you adopt ultimately effects how others feel about you.



## Junction Points

Some choices are so important that your decision has both immediate and long lasting consequences. The decisions you make at these crucial moments can affect the rewards you earn, the quests that will be available in the future, and even the nature of Wasteland itself. Many of these choices determine where certain people are forced to live, what items will be available for purchase, or whether some battles can be entirely avoided.

Some of the more powerful foes offer permanent upgrades based on your use of Paint or Thinner. When you consider your basic combat tactics, which upgrade would benefit you most? Do you convince a mighty enemy to work for the good of Wasteland, or do you make sure their misbehavior will never be repeated? Each option comes with unique rewards, and some of your friends will have strong opinions about how such a challenge should be handled.



Some encounters follow the themes of the Paint and Thinner paths, but present the choice in more abstract terms. Do you flee from the villain to stage a daring rescue, or do you make a heroic charge into the thick of battle? Do you bring two lovebirds together, or do you break them free from what you feel is a doomed relationship? Do you return a lost item to a rightful owner, or do you trade it for resources you may need to save Wasteland? When faced with some of these decisions, the consequences are not always easy to predict.

Inaction is also a valid option for many Junction Points. Fill a machine with Paint to reverse its sinister effect. Fill the same machine with Thinner to safely deactivate it. But what happens when you ignore the machine? If the people who asked you to stop the machine are forced to endure its effects, what new requests might they make? What new tasks await the adventurer who refuses to answer every cry for help? Can others really expect you to take responsibility for tasks they are unwilling or unable to complete? Can you trust the motives of every character that makes a seemingly harmless request?

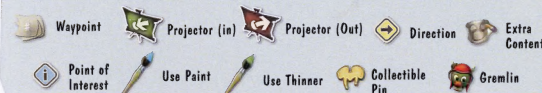
More often than not, you have no choice but to rely on your own sense of what is right, fair, and appropriate when dealing with Junction Points—just know that your decision will likely have a profound effect on the future of Wasteland.

## WALKTHROUGH: GETTING STARTED

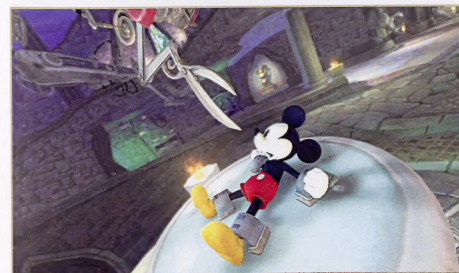
### The Mad Doctor's Lab



#### Legend

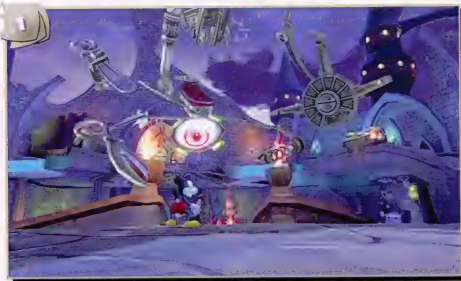


#### Level Overview



After being sucked into the Wasteland by a strange ink monster, you awake shackled to a circular operation table. A Mad Doctor pulls various levers on a nearby control panel and arms a giant robotic contraption hovering over you with weapons like scissors, chain saw, and a plunger to pluck out your heart. With the help of a mischievous rabbit and teleporting gremlin, you manage to break free of your bonds and survive for now, but can you disable the Mad Doctor's menacing machine?





You stand nose to corkscrew with the Mad Doctor's Machine when you begin the game. Move right away; the Machine has a long reach and will either knock you off the upper balconies, which causes one health pip loss when you hit the ground below, or damage you directly for one health pip with its sharp blades. The gremlin Gus shouts encouragement and gives you hints on how to defeat the contraption, so heed his advice.

### Things to Do

- Disable the first control panel
- Disable the second control panel
- Search the area for power-ups
- Visit the secret treasure room
- Rendezvous with Gus at the exit

### Dark Beauty Castle Quests

- Escape Dark Beauty Castle

Find a way out of Dark Beauty Castle. Gus guides you and shares his knowledge along the way.

- Return Home

Find out how to escape Wasteland. Oswald the Lucky Rabbit was involved in your arrival here. Perhaps he knows how you can get home.

- Rescue All Gremlins

Rescue all of the trapped gremlins in Wasteland. Forces loyal to the Mad Doctor have been caging troublesome gremlins wherever they find them.



Head right and stop behind the fire receptacle at the foot of the stairs. The Machine's red eye scans for you, but can't locate you behind this cover spot. When the Machine looks away, sprint up the stairs to the first control panel.



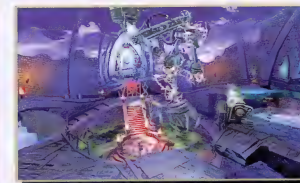
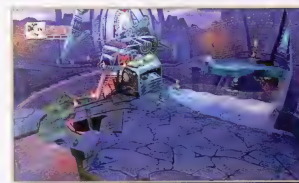
Gus explains how to defeat the Mad Doctor's Machine. Stand next to the first control panel and perform two spin moves. Part of the Machine explodes, but it's not finished yet. Gus teleports to the next control panel on the far side of the chamber and draws the Machine's attention while showing you the next target.



Take a running leap and vault over to the next stone platform as you circle the upper level. Keep at a dead run or else the Machine will catch up with even your fleet feet. When you reach the wooden section, jump over the last gap (where the Machine smashed at Gus earlier) and land near Gus and the second control panel.



**If you fall off the upper level, it's not a big deal. You'll likely take a point of damage from the fall, but you can run back to the starting area and follow the steps back up to the first control panel and then across the platforms to the second control panel.**



Spin twice in front of the second control panel to disable the Mad Doctor's Machine. It sparks, quivers, and then hangs dead. You now can explore the chamber without being attacked.



When the Mad Doctor's Machine grinds to a halt, a secret door opens on the lower area. Check out the secret room (map location 5) before speaking with Gus again at the exit doors (map location 6).

### Gremlin Gus



Confused and scared in Dark Beauty Castle, you're lucky you have a friend in Gus the Gremlin when you first arrive in Wasteland. Gus serves

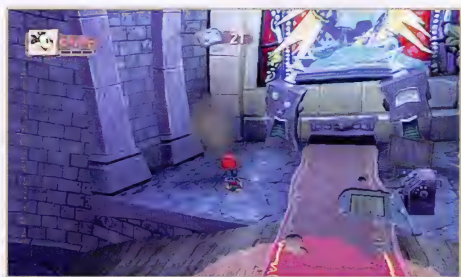
as your companion and guide, always ready with helpful knowledge about friends and foes, places and things, and even gameplay tutorials. Even if you can't see Gus, he's always nearby and will speak up whenever he has something constructive to offer.





Retrace your steps and smash apart any resources with your spin move. Chests, barrels, banners, suits of armor, and miscellaneous machinery parts all contain power-ups. If you're low on health pips, a resource will likely hold a health power-up (pink Mickey ears). If you need Paint or Thinner, the resource will probably contain some of that as well. If you're full on everything, the resource will spit out a red e-ticket, or, if you're lucky, several e-tickets. Special white e-tickets reward you with 10 e-tickets.

Use spin moves on all the machinery on the Mad Doctor's stage and fill up on power-ups and e-tickets.

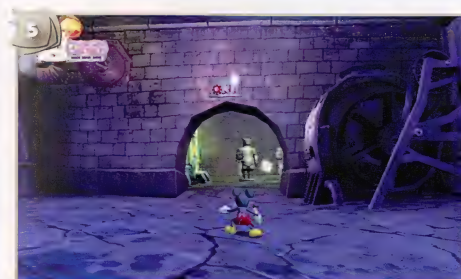


Continue around the chamber looking for any resources that will give you more e-tickets, which you'll save up to spend on valuable items later. On the lower level, watch that you don't step in the Thinner stream that clogs up a quarter of the area.

### Bronze Pin and Mad Doctor's Lab II Extra Content



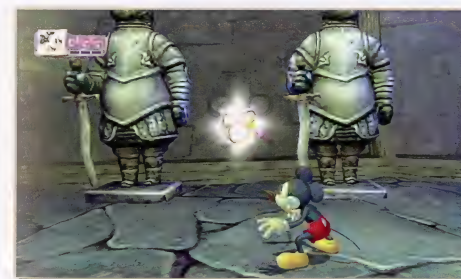
After you defeat the Mad Doctor's Machine, search the secret treasure room for your first Bronze Pin and your first extra content (Mad Doctor's Lab II). You have 19 more Bronze Pins to go, and 49 pieces of extra content, if you want to collect them all.



Enter the secret room unlocked from the Mad Doctor's Machine's demise. Pick up more e-tickets from the suits of armor and chest on the right side.



The red chest in the back corner holds a Bronze Pin, your first of 105 pins if you want to collect them all. Most pins are unique and commemorate specific events or places.



On your way out of the secret room, grab the Extra Content doodle from between the two large statues. This unlocks "The Mad Doctor's Lab II" content.



Scour the chamber one last time for anything you missed. When you're happy that you've exhausted all resources, return to the Gus and the exit doors. He trains you to properly use Paint and Thinner.



## BATTLING A BOSS

To get a feel for the unique gameplay in *Disney Epic Mickey*, and to explore the choices Mickey must make during the game, consult the following walkthrough. As you battle the Clock Tower, the game's first boss, your combat and playstyle decisions will affect how you proceed through the game. Some consequences are immediate, such as gains to your Paint or Thinner capacities. Others are more far-reaching, and might not become apparent until the end of the game.

### The Clock Tower



#### Legend



#### Level Overview



your toes and quick with your paintbrush, you can defeat the final foe before you move on to Mean Street.

The Clock Tower boss stands in your way at the end of the Gremlin Village world. Its mechanical fists are imposing, and when those same fists smash the street under your feet, you feel the shockwaves. If you're quick on



You begin the fight in the center of the street, between the Clock Tower's menacing, mechanical fists. Don't stand there for too long.



But don't run under one of the fists as it slams down, either. Watch the position of the fists and don't run underneath one unless you're sure it's not ready to strike.

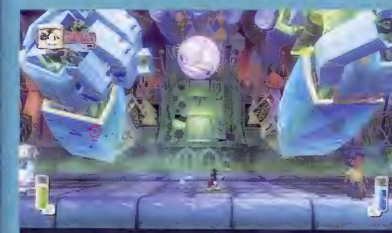


If you're running low on health, use your spin move on any of the statues on the near edge of the street and grab a health power-up. Snatch the Paint/Thinner power-ups when they appear on the street too.

#### Things to Do

- Defeat the Clock Tower's left arm
- Defeat the Clock Tower's right arm
- Cross safely across the Thinner pool
- Increase your Paint or Thinner capacity
- Exit to Mean Street

#### Junction Point: The Clock Tower



Whether you battle the Clock Tower with Paint or Thinner affects your reward after the battle. If you wield Thinner against the Clock Tower, when you defeat the machine you'll gain one permanent extra Thinner slot, wield Paint, and you gain a permanent Paint slot. Your decision also affects the game's ending.





Fight each arm by itself so you don't get caught dodging two different massive attacks. Head to the left first and focus on the right arm. Always dodge the fist first, and only use Paint/Thinner on the fist when you're to the side and not directly under it.



Pour on the Paint/Thinner until you weaken the fist enough that it shatters on the street when it next attacks.



With the fist out of the picture, concentrate on the forearm section. Continue your pattern of dodging first to avoid damage, then spray the forearm to weaken it.



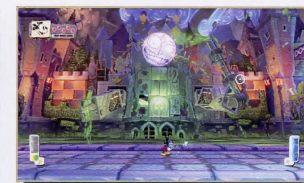
Stay near the left wall and hit the Clock Tower's right forearm with enough Paint/Thinner to finish it off.



Now you only have to worry about attacks from one direction. Switch over to the right side and douse the left fist with Paint/Thinner.



With more room to maneuver now, it should be easier to dodge the Clock Tower attacks and hit the left fist with your attacks. Wait for the fist to break apart, then concentrate on the forearm.



You might go through all your health power-ups, but eventually the Clock Tower's right arm will weaken and it'll concede.



In defeat, the Clock Tower drops down into the Thinner and forms a path to reach the exit projector.



Your choice of using Paint or Thinner is an important one. If you chose Paint, your Paint capacity increases by one at the end of the fight. If you chose Thinner, your Thinner capacity increases by one.

To escape the arena, you must cross the Thinner pool and reach the exit projector at the base of the defeated Clock Tower.



Double-jump off the street and onto the right arm. Run carefully along the metal shaft and double-jump again onto the second arm section.



Finally, double-jump onto the Clock Tower face and up into the tower base. The exit projector takes you to Mean Street, the next major destination on your adventure to find Oswald and answers.



If you defeat the Clock Tower solely with Paint, you gain the Stop the Music Pin as a reward. Defeat the Clock Tower with Thinner, and you earn the Unwind the Clock Pin. To get both of these pins, you'll have to play through the game twice, alternating your paintbrush mixtures to take down the Clock Tower.

## MEET THE DEVELOPERS

Disney Epic Mickey was developed by Junction Point, where the focus is on games with strong narratives and problem-solving—where playstyle matters! Here is a brief introduction to Disney Epic Mickey's creator, Warren Spector, and some of the team at Junction Point who have helped bring Mickey to the Nintendo Wii.



### Warren Spector

General Manager and Creative Director, Junction Point

Warren Spector has worked in the game industry for more than 20 years. After six years at Steve Jackson Games and TSR creating pen-and-paper games, Spector spent seven years at Origin Systems producing several addictive games including *Underworld: The Stygian Abyss*, *Underworld 2: Labyrinth of Worlds*, *System Shock*, *Serpent Isle*, *Wings of Glory*, *Bad Blood*, *Martian Dreams*, *Cybermage* and many more. A brief stint with Looking Glass Technologies was followed by a seven-year association with Ion Storm. After founding Ion Storm's Austin studio in 1997, he directed the development of its genre-bending, award-winning game, *Deus Ex*. He later oversaw development of Ion Storm's *Deus Ex: Invisible War*, released in December 2003, and *Thief: Deadly Shadows*, released in June 2004. He left Ion Storm in November 2004 to found Junction Point Studios, Inc., which was acquired by Disney Interactive Studios in July 2007.

Though now a fixture in the electronic gaming world, Spector's gaming roots are in the pen-and-paper game business, where he developed *TOON: The Cartoon Role-Playing Game* (among others) for Steve Jackson Games and at TSR, where he worked on the *Top Secret/SI Espionage* role-playing game, *The Bullwinkle & Rocky Party Roleplaying Game* and the *Buck Rogers Battle for the 25th Century* board game to name a few.

In addition to making games, Warren is a published novelist ("The Hollow Earth Affair," released in 1988) and the author of numerous magazine and newspaper articles on topics ranging from film and television to tabletop and electronic games. He has also worked as a film reviewer for the "The Austin Chronicle," as well as an Instructor for film and television studies at the University of Texas-Austin. From 2000-2002, he served on the Board of Directors of the International Game Developers Association (IDGA) and served as chairman of the IGDA's education committee, forging ties between the game business and academic institutions around the world.

Warren was born and raised in New York City. Warren graduated from Northwestern University in Evanston, IL with a B.S. in Speech. He received his Master of Arts in Radio-Television-Film from the University of Texas at Austin, with his thesis focusing on the ways in which cartoon characters evolve over time. He then remained at UT Austin to pursue a Ph.D. in communications until the game business lured him away from academia just a dissertation short of a degree. He is a bookaholic, board game fanatic, lover of basketball and rhythm guitarist for the band "Two-Headed Baby." Warren lives in Austin, Texas with his wife, Caroline, and far too many animals.



## Paul Weaver

Director, Product Development, Junction Point

Paul Weaver is close to being a twenty year veteran of the video game industry with his last three spent at Junction Point. In addition to helping drive Disney Epic Mickey to completion, Paul has been instrumental in growing the studio in terms of staff—which has gone from 16 to well over 100 team members—and generating global recognition by developing solid relationships with many partners around the world.

Paul Weaver first broke into the games industry as a tips writer for the UK videogame magazines Total!, GamesMaster and SuperPlay in 1992. He then joined Rare where he worked on numerous Donkey Kong games (*Donkey Kong Country 2*, *Donkey Kong Country 3*, *Donkey Kong 64*) as well as *Killer Instinct*. In 1999, he joined Acclaim Studios in Cheltenham where he rose from Producer to Studio Development Director and completed the successful and timely turnover of nine different games, including *Crazy Taxi*, *Extreme G3*, *18 Wheeler* and *Alias*.

In November 2003, Paul joined Ion Storm in Austin, Texas as its Senior Producer where he worked with Warren Spector on *Deus Ex 2: Invisible War* and *Thief: Deadly Shadows*. When SCi made the decision to close Ion Storm after purchasing Eidos, Paul joined a start-up, 'Breakaway Games—Austin' as their Studio Development Director and in the year he spent there, designed and produced two 'Serious' games—*Freedive!* (a video game to study distraction as a technique in pain management) and *24 Blue* (a simulation of the launch sequence aboard an aircraft carrier).

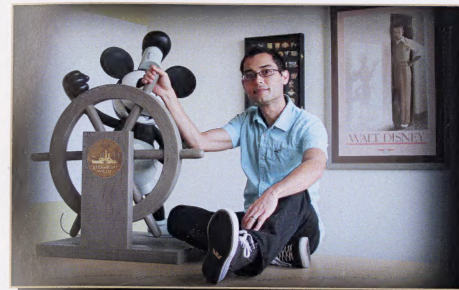


In January 2006, Paul joined Visual Concepts Entertainment Inc. as a Senior Producer, but after the conclusion of a successful project, Paul was offered the opportunity to work again with Warren Spector at Junction Point as its Director of Product Development. A lifelong fan of Disney, Paul accepted the position and after finishing his work on the European launch of *NBA 2K8* for Visual Concepts, joined Junction Point on October 1st, 2007.

Paul was born and raised in Wales, United Kingdom and has lived and worked in England, Texas and California during his career in video games. Paul loves every aspect of gaming, and when not playing games or spending time with his family, he enjoys running, movies and reading. Paul lives in Austin, Texas with his wife Nicola, two children and a couple of cats.

## Chase Jones

Lead Designer, Junction Point



Chase Jones has an extensive background in the video game industry that ignited after graduating in 2001 from Nintendo's Digipen Institute of Technology, a college known for its emphasis on creating video games. Upon graduation, he went to work for THQ and EA in Los Angeles, CA as a Quality Assurance tester on *Tetris Worlds* and *Medal of Honor Frontline* respectively. He then relocated to New York to join Mind Engine, an independent game company where Chase worked on every aspect of game development including programming, design, and audio before accepting a job as a scripter at Ubisoft's Red Storm Entertainment in Morrisville, North Carolina to work on *Ghost Recon 2*.

During Chase's two years at Red Storm he worked on a number of titles within the award winning Tom Clancy Series including AAA title *Ghost Recon Advanced Warfighter* and its acclaimed sequel *Ghost Recon Advanced Warfighter 2*. As a result of his stellar work, Chase rose quickly from scripter to lead designer.

In spring of 2006 Chase was made an offer by (then) Senior Producer at 2K Visual Concepts, Paul Weaver. Chase returned to the West Coast to work with Paul as the lead designer on the movie tie-in for *Fantastic Four: Rise of the Silver Surfer*. Despite beginning the job with less than a year to ship and no sufficient preliminary design in place, Chase and the team delivered the game day and date with the film, including a 1st time worldwide submission pass with both Sony and Microsoft.

After a year stint as a design director on an unnamed project once in preproduction at THQ's Volition, Chase was offered a dream opportunity in November 2008 to come work with Warren Spector and Paul Weaver at Junction Point Studio with his current project being *Disney Epic Mickey*.





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**IMPORTANT!**

Read the Wii Operations Manual completely  
before setup or use of your system.



**WARNING:** IF YOU HAVE EPILEPSY OR HAVE HAD  
SEIZURES OR OTHER UNUSUAL REACTIONS TO FLASHING LIGHTS OR  
PATTERNS, CONSULT A DOCTOR BEFORE PLAYING VIDEO GAMES.

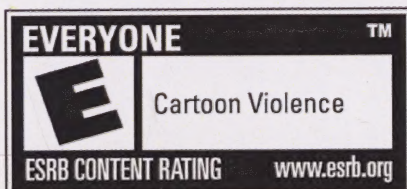
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